

## **IN THE CLAIMS**

Claims 1-24 (Canceled).

25 (Previously Presented). A method comprising:

providing at least one media center to provide electronic game data for one game to at least two game players of said game who play the game at the same time in concert;

separating the game data so that separate game images may be provided for each of the game players who play the same game and such that the game images for each of the players may be different in at least some respects; and

receiving game control commands from said players using separate wireless controllers and identifying which commands originate with each of said game players by appending tags to said game control commands so that a command from one player is distinguished by said media player from a game control command received from the other player.

26 (Previously Presented). The method of claim 25 including associating game data with tags, each tag indicative of a different player.

27 (Previously Presented). The method of claim 26 including providing controls which each game player may utilize to provide input commands to the media center.

Claim 28 (Canceled).

29 (Previously Presented). The method of claim 25 including enabling a controller for each player to wirelessly use a different frequency to wirelessly communicate with said media center and enabling said media center to provide game data to each controller using a different and distinct frequency for each game controller.

30 (Previously Presented). An apparatus comprising:

a media center to provide electronic game data for one game to at least two players of said game who play the game at the same time in concert;

a detection and steering module to separate the game data so that separate game images may be provided for each of the game players who play the same game and such that the game images for each of said players may be different in at least some respects, said detection and steering module to receive game commands from said players using separate wireless controllers and to identify which commands originate with each of said game players by detecting tags appended to game commands that identify the originating controller and distinguish commands from one controller from those of the other controller; and

a plurality of buffers to store video game data routed from the detection and steering module.

31 (Previously Presented). The apparatus of claim 30, said detection and steering module to associate game data with tags, each tag indicative of a different player.

32 (Previously Presented). The apparatus of claim 31, said apparatus further including controls which each player may utilize to provide input commands to the module.

33 (Previously Presented). The apparatus of claim 32, said controls to append tags that allow game control commands from one player to be distinguished by said interface from game control commands received from the other player.

34 (Previously Presented). The apparatus of claim 30 including a controller for each player to wirelessly use a different frequency to wirelessly communicate with said module and to enable said module to provide game data to each controller using a different and distinct frequency for each game controller.

35 (Previously Presented). The apparatus of claim 25 wherein said detection and steering module to route time multiplexed video game data with a particular tag to a particular buffer based on the detected tag.